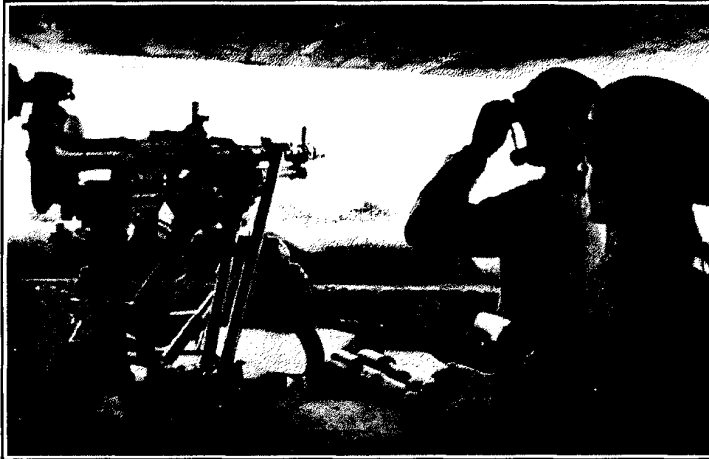


NELLA NEBBIA - IN THE FOG

SCENARIO ASL TAC25 Translated by Coastal Fortress Gaming Group

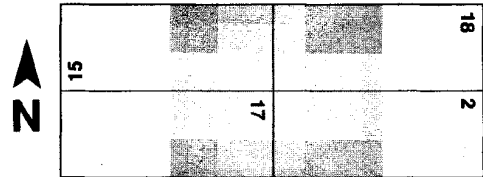


VICTORY CONDITIONS: The Italians win as soon as they control 6 hexes of level 3 on hill 714.

MOUNT LUNGO, ITALY, December 8, 1943:

Integrated into the US 5th Army soon after the armistice, General Dapino's first Italian Motorized Group took part in the assault to break the "Winter Line". This line of defense, in fact a first fortified belt in front of the "Gustav Line", prohibited access to the Liri Valley and the road to Rome. At the beginning of December, after having conquered the heights south of the valley entrance, the 5th Army devoted all of its efforts to the northern heights, in particular the two mountains at the entrance of the valley: Mt. Rotondo and Mt. Lungo. Both on these heights and down the valley, the German soldiers were solidly entrenched, with pillboxes covered with logs and stones, while the slopes were covered with barbed wire and minefields. It was "nella nebbia", in a very dense fog, that the Italians began moving towards the mountain after a preparatory bombardment.

BOARD PLACEMENT:



Playable area on board 17 hexrows A through Q inclusive. Playable area on boards 2, 15, and 18, is hexrows Q through GG inclusive.

BALANCE:

Remove one LMG from the German OB

Replace a 4-6-7 with a 4-6-8 in the German OB

GERMAN sets up first	1	2	3	4	5	6 ^①	7 ^②	8 ^④	9 ^⑥	END
ITALIAN moves first										

Elements of 3rd Battalion, 15th Panzergrenadier Regiment, 29th Panzergrenadier Division [ELR:4]
set up within 5 hexes of 15A6 {SAN:3}:

4-6-8	4-6-7	6-8	8-10	10-12	12-14	3 7-16	2 5-12	1 3-8	3 50 (2-13)	8
4	8							4		

Trench OVR, OBA: +4 Other: +2	Foxhole 5 OVR, OBA: +4 Other: +2	MPh/RtPh dr = MF CC: +1/-1	1+5+7	1+3+5	Minefield 11
4	4	5			24 factors

Elements of the 1st Battalion, 61st Infantry Regiment (1st Italian motorized Group) [ELR:2]
set up on board 2 on/east of hexrow DD {SAN:2}:

3-4-6	6-8	8-10	10-12	3 6-12	2 4-10	1 2-5	2 45 (2-13)
14						3	2

Elements of the 51st Bersaglieri Battalion (1st Italian motorized Group)
enter on turn 1 on/between E1 and 17I1:

3-4-7	6-8	8-10	5	1 2-5	5
12				3	

Scenario Design: Jean-Luc Béchenne '92

SSR:

- EC is moist, with no wind or gusts during the game. Fog fills level 0 (Fog: E3.31), the Fog DRM is +2. Starting on turn 6, in each Italian Rally Phase, the Italian player makes a dr. If the dr the circled number on the turn roster, the Fog DRM is reduced by 1. When the Fog DRM reaches 0, the fog ceases to exist.
- All the buildings are stone. Building 15R8 does not have a 2nd level. Orchards are Olive Grove (F13.5).
- The Germans receive a 80mm battalion MTR OBAmodule.
- Starting on turn 4, the Italians receive an OBA105mm module, directed by an off-board observer located on level 4, on board 18, hexrow Q. This placement is secretly recorded before the German set up. This module has all the characteristics of American OBA(US OBADraw Pile, Plentiful Ammo, HE and SMOKE).
- Board 15 undergoes a Pre-Game Bombardment.

AFTERMATH: Despite the protection of the fog, the Italians were caught in the crossfire of the German heavy machine-guns as soon as they reached the rocky bald slopes of Mt. Lungo. To support their attack, the entire artillery of US 2nd Corps intervened, crushing the entire mountain under the shells. First repulsed by heavy casualties, the Italians of 67th Regiment attacked again while the 51st Battalion Bersaglieri tried to outflank the mountain from the south. But it was no use; the Germans were strongly entrenched and would not give up. By midday it was obvious that the mountain would not be taken and the attack was halted. As retribution for this failure, and to prevent any German counterattack, American howitzers continued a rain of fire on the defenders positions all afternoon.